

Forces of the Abyss 2024 [2300]

Abyssal Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [245] Sacrificial Imp Special Rules: <i>Crushing Strength(1),Fury, Nimble, Regeneration(5+),Sacrificial Imp</i> Keywords: <i>Berserker, Greater Abyssal</i>	9	4+	-	4+	3	30	16/18	3	[240] [5]
Lrg Inf Horde [245] Sacrificial Imp Special Rules: <i>Crushing Strength(1),Fury, Nimble, Regeneration(5+),Sacrificial Imp</i> Keywords: <i>Berserker, Greater Abyssal</i>	9	4+	-	4+	3	30	16/18	3	[240] [5]

Molochs	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [245] Despoiler Champion Special Rules: <i>Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee)</i> Keywords: <i>Greater Abyssal</i>	6	3+	-	4+	3	18	16/18	3	[225] [20]
Mon Inf Horde [245] Despoiler Champion Special Rules: <i>Crushing Strength(2),Fury, Regeneration(5+),Brutal, Vicious(Melee)</i> Keywords: <i>Greater Abyssal</i>	6	3+	-	4+	3	18	16/18	3	[225] [20]

Tortured Souls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [120] Special Rules: <i>Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1)</i> Keywords: <i>Phantasm</i>	8	4+	-	4+	2	9	-/14	2	[120]
Swm Regiment [120] Special Rules: <i>Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1)</i> Keywords: <i>Phantasm</i>	8	4+	-	4+	2	9	-/14	2	[120]
Swm Regiment [120] Special Rules: <i>Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1)</i> Keywords: <i>Phantasm</i>	8	4+	-	4+	2	9	-/14	2	[120]
Swm Regiment [120] Special Rules: <i>Crushing Strength(1),Fly, Lifeleech(2),Thunderous Charge(1)</i> Keywords: <i>Phantasm</i>	8	4+	-	4+	2	9	-/14	2	[120]

Abyssal Nagarri	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Sea Turtles] Cht Regiment [175] Sacred Horn Special Rules: <i>Aura(Regeneration (4+) - Units with the Regeneration (n) Special Rule only),Crushing Strength(1),Fury, Regeneration(4+)</i> Keywords: <i>Greater Abyssal</i>	6	4+	-	4+	2	12	13/15	4	[160] [15]

Chronneas	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [225] Special Rules: <i>Cloak of Death, Crushing Strength(3),Strider, Temporal Ruptures</i> Keywords: <i>Enigma</i>	6	3+	-	5+	1	D6+6	-/18	5	[225]

Mau'ti-bu-su [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [160] Special Rules: <i>Brutal(D3),Command, Crushing Strength(1),Duelist, Ensnare, Fly, Fury, Individual, Inspiring, Stealthy</i> Keywords: <i>Abyssal, Succubi</i>	10	3+	-	4+	0	5	12/14	2	[160]

Berserker Apostate	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Big Blue] Hero (Lrg Inf) 1 [165] Special Rules: <i>Aura(Vicious - Berserker Only),Command, Crushing Strength(2),Fury, Inspiring, Nimble, Regeneration(5+)</i> Keywords: <i>Greater Abyssal</i>	9	4+	-	4+	1	8	13/15	3	[165]

Zaz'u'szu The Betrayer [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Spot] Hero (Lrg Inf) 1 Spellcaster 2 [115] Bane Chant (2) Lightning Bolt (4) Special Rules: <i>Command, Fury, Inspiring, Nimble, Regeneration(5+),Betrayal</i> Keywords: <i>Abyssal, Oathbreaker</i>	6	4+	-	4+	1	5	12/14	3	[115] [0] [0]

Total Units:13Total Unit Strength:25

Total Primary Core Points:2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.

Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
Hellfire	4	Ranged	This unit gains the Fireball (8) spell until the end of the player's Turn.
Abyssal Mutations	4	Movement	Unit with the Regeneration Special Rule only. The Unit may reroll all failed Regeneration rolls until the end of the Turn.

Custom Rule	Description
Temporal Ruptures	For each point of damage the Chronneas causes in Melee, you may remove a point of damage from a single Core friendly unit within 6" of the Chronneas (other than the Chronneas itself) to a maximum of three per Turn.
Betrayal	At the start of each of his shooting phases, Zaz'u'szu may select a single friendly Core unit within 6" to be his sacrifice. If he does so, Zaz'u'szu may increase the number of dice used to cast his Lighting Bolt or Bane Chant spells by up to 4. For each hit scored with Zaz'u'szu's spells this turn, the sacrificial unit suffers a point of damage. No Nerve tests are required for damage caused in this way.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.

Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Sacrificial Imp	Once per game, after resolving a movement order, a unit carrying a Sacrificial Imp may destroy it to have all ranged attacks against the unit's front facing treat its defense as 6+ until the start of the controlling player's next Turn.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.